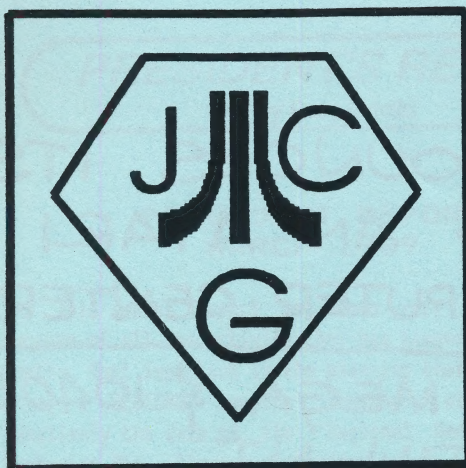


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THE JACG NEWSLETTER

JACG

THE JERSEY ATARI COMPUTER GROUP

VOLUME 9 NUMBER 1

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MARCH 1989

FROM THE EDITOR'S DESK

Please note that the premier issue of ZONET has been included with the JACG Newsletter. It represents a lot of work by Ron Kovacs (of ZIMAG fame), and I look to its success. As to OUR Newsletter...we (hopefully) should have a new editor for the April 1989 (not 1990!) issue. I have so many places to channel my limited energies...it IS about time for someone else to take over.

Relative to both the Newsletter and the JACG...as I've said until "blue in the face"...they are what you make them to be, and without you, the concerned membership...they are nothing. They are there for you, for your enjoyment, your education, your creative outlet and your emotional outlet. When they no longer have any meaning to you, and subsequently lose your support...they will lose their viability and fade away.

SUPPORT THE JACG!

Supportfully Yours,

Dave Noyes

D. Noyes

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CALENDAR OF EVENTS

NEXT MEETING

APRIL 8, 1989

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PRESIDENT'S REPORT

by Gary Gorski

PRESIDENT REPORT MARCH 1989

This month's report has been very hard to start because of all the activity that has happened since last month. Most important is the planning that is going on to bring a REGIONAL meeting together at Bell Labs. Tentatively the date of the "Regional Meeting" will be September 8th. Atari has promised to be represented by Sig Hartmann, and Cindi. Some of the area clubs that have been invited are:

1. D1' Hackers
2. ACE-MNJ
3. LIAUG
4. MDM
5. JACS
6. (More to come)

I have been in touch with a representative from each group. Hopefully, the outcome will prove to be something positive. Details on the agenda are still being decided on. One thing for sure, is that we will need volunteers. Please contact Dave, John, Sam or myself as to what you can help with!! And watch this column for late breaking details!

Atari Safari is still planned for the June meeting. At the present time, we still only have 4 volunteers - MORE are needed. Please support YOUR club and do a demo, or write a Newsletter article. Do it today!

SPECIAL THANKS goes to SOFT-LOGIK for donating one of this month's door prizes, a copy of PAGE STREAM. The lucky winner will have to write a review which will appear in our Newsletter. Good luck to all, (hope that I win). Some of the door prizes for the April meeting will be:

1. Habaview
2. Power Edit
3. Logo an introduction and more to be added.

Remember, in order to have a chance to win a door prize, you must be present at the meeting. You can get your door prize ticket from Mike Hochman. Extra tickets are "EARNED" by writing articles for the Newsletter, and doing demos!! Please see Mike for details. Well, until next month Happy Computing!

Gary

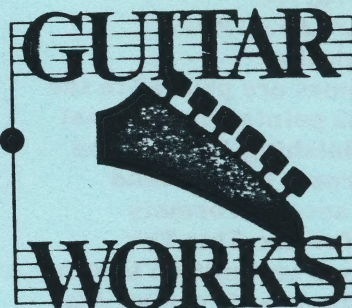
**SUPPORT YOUR CLUB
AND GET SOMETHING
OF VALUE AT THE
SAME TIME**

NOISE FROM NOYES

by Dave Noyes

Have you bought any commercial 8-bit ATARI software lately? You know, there are still some new titles finding their way to the marketplace...I should say, trickling to the marketplace! The volume of new material has dropped drastically, as has number of developer/providers. This is not to say that the demise of the ATARI 8-bit is just around the corner. What it attempts to say is that the tradition of "well-heeled", high-priced, amply-staffed, "big"-named, "wow" packaging, and profusely advertising companies is fast departing the scene; to be replaced by one, two or a few "employeeed", shoestringed but enthusiastic, last gasp, diehard, creative, plain packaging and word-of-mouth companies. To mention a few: MicroMiser, Reeve, TCS, and No Frills. There are others.

Simultaneous with this change is a rise in Shareware, Freeware, and Public Domain software. The void is being filled, somewhat. Whether that somewhat is enough to either satisfy current 8-bit ATARIANS, or foster a future generation (even a few years!) is conjecture that even I (an eternal optimist) will not venture to hazard a guess. Here's to the future!



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PAGESTREAM

REVIEWED BY Eric Jacoves

Pagestream is the latest DESKTOP PUBLISHING program for the Atari 520 and up computers in the ST line.

Ten fonts are included with the program. The font used here is the COLOMBIA version and the title above is in the Artistic font at 36 points. A point is a measure of letter size and stands for 1/72 of an inch. Thus the Pagestream title is 36/72 of an inch large, while the current text is 12/72 of an inch tall. The range of text size is from the small 3 point size to the largest 216 point size and is suitable for poster or other large requirements.

Ten fonts are included and are...

Helvetica

Ltrgothic

Univroman

Tyme

Colombia

Saturn

Tomhud

ARTISTIC

ORIENTAL

Oriental

Each of the font names are printed in the respective font at 12 points. The original program named Publishing Partner and now named pagestream junior could import graphics in several formats including the .TNY format. This TNY format is widely used on Bulliten boards as it is a highly compressed format. Alas and Alac Pagestream does not recognize the .TNY format. To use the .TNY pictures you will have to convert them all to the DEGAS format which Pagestream accepts.

In this version of Pagestream text will flow around graphic objects. But first you must import the graphics. To do this you have to click on the Object box in the toolkit at the right side of your screen. The Object box is the square box with the diagonal crosslines. Then a dialog box will appear with the path /PSPICS/*. and that directory is empty so you have to change the path to /*. and put in your graphics disk. The files on your graphic disk will be listed and you

can pick one. The disk will spin for a fairly long time until the screen changes to the graphic import window and you must select the portion of the image that you wish to capture. you do this by placing the cursor at the top left of the image you want and then you click once on the left mouse button, a square box will appear, move the mouse to include the entire area of the picture to be captured then click the left button again to freeze the capture area. Next close the graphic window by clicking on the left top close square. Next choose Copy from the Edit menu go back to text and click once in the text box where you want your image.

Then choose Paste from the Edit menu and with the mouse place the image where you want it in the text window. After all of this you will have the picture in your document.

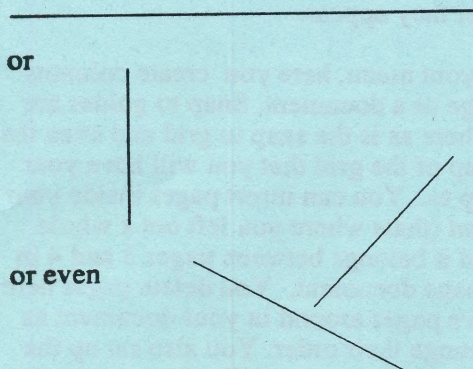


You can then move it anywhere you wish with the mouse, just click inside the graphic window and move it where you want it. The text should flow around the graphic window if you choose text runaround from the object menu and you can have the text run around both sides of the picture or only the left side or only the right side. I chose the left side for this picture, you can actually move a graphic object right into a text area and the runaround will take effect. You are supposed to be able to rotate text as well so here is the first attempt.

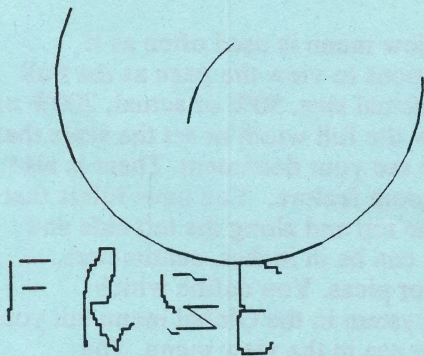
TIME TO BEND

HELLO THERE

BUT text can be rotated if and only if it is NOT within a text window Then you can rotate and twist the image whether it be text or a picture. Lines can be drawn as in



and you can use the line capacity to draw within the program. To this end you have arcs



HAND drawing as well. The results of Free hand are rather crude but with time you might get to be quite good. I would rather do my drawing in degas and import the graphic into Pagestream.

Text can be set to automatically route from text window to text window so that if you run out of space at the end of a column you will automatically pick up in the next column or on the next page. Alternately you can tell the program to route the text in a special way and have the text from page 2 column 1 route to page 7 column 2. This doesn't strike me as a good way to go but all the newspapers and magazines do it. Kerning of the text can be set up as you like it, Kerning is the white space between letters and the

white space between lines can also be adjusted if you do not like the defaults set by Pagestream. The normal or default mode is to left justify text. That means the text will start at column 1 and if a word is too big to fit at the end of the line it will be moved to the next line. It is also possible to automatically hyphenate words so that the text will end at the exact end of the line and will be both left and right justified TEXT CAN APPEAR IN OUTLINE MODE, BACK SLANTED ITALICIZED OR DOUBLE UNDERLINED THE SHADOW TEXT AND BOLD LET YOU CUSTOMIZE YOUR DOCUMENT.

The backslant only works if the text is not in a text window, in that respect its just like the rotation command. All of the other text modes will function in a text window.

Page two in this review is in the Tyme font at 10 points to show the two clearly readable fonts in the package. I might add that the printout is on the Hewlet Packard Deskjet printer at 300 dots per inch and is much clearer than a normal dot matrix printer can produce.

There is a spelling checker built into the program but it requires that the dictionary be loaded before the spell checker can be run. Unfortunately there is nothing in the manual that tells you how to load it. Also the hyphenation feature works only if the hyphenation -dictionary is loaded and that is not in the manual either.

To change the characteristics of a word or line or series of lines you highlight the text that you wish changed by placing the cursor at the start of what you want to change and press the left mouse button, Holding the button down move the mouse over the text to be changed, release the mouse button at the end of the ,to be changed text, The text will appear in reverse video and you can now do several things with it... 1, change the point size, 2. change the font and point size by clicking on the STYLE drop down menu. The Font / point option will let you change to any other font at any other or the same point size. In addition you can make the text **bold**, DOUBLE UNDERLINED, *ITALICIZED*, **LIGHT MIRROR**, **OUTLINE**, **REVERSE** **SHADOW** **STRIKE THROUGH** **SINGLE UNDERLINE** AND EVEN UPSIDE DOWN



All of the functions on the previous page were accomplished with one drop down menu, the Style Menu, one of nine drop down menus controlled by the mouse. The Format drop down menu allows you to change the highlighted text to ^{super script} or of course _{sub script} and you can switch them around as well. You also control the left and right indent and the line and or character spacing where you increase or decrease the space between letters and the space between lines. Your text can be blocked left, right or centered. You can also make the text upper case or lower case or even Capitalized where the first letter in each word is upper case.

The FILE menu lets you create a new document, or OPEN an existing document that you have saved. You can append different documents together, SAVE Documents that are already named or save the current document under a new name. This you must do for all of your new documents as when you open a new document there is no name given to the work of art until you save it. In this menu you will import text from your word processor and the PageStream supports several word processors such as Wordwriter ST or any word processor that can save text in ASCII form. You will also import all of your pictures with the IMPORT GRAPHICS command. Exporting text falls here and this is when you create something in PageStream and want to use it in your Word processor, or export graphics so that you can draw something in PageStream and pass it on to DEGAS for colorization. You do all of your printing here as well and you have a set of Disk Utilities which will Format a disk, Rename a file, Delete a file, Make a new folder, Remove a folder and determine the free disk space so you will know if you have enough space to save your document or format a new disk so that you do not have to lose your document just because you haven't got a formatted disk handy.

EDIT menu has the CUT, COPY, PASTE AND DELETE options. Cut is normally used to delete stuff from your document but here delete does that. The cut command removes stuff from the document but holds it in a one cut buffer, then the paste

option lets you place what was just cut in a new spot or back in the same spot if you made a mistake. You can Search for text strings and replace text globally that is all occurrences of a text string will be changed to something else wherever they appear.

Layout menu, here you create columns for a page or a document, Snap to guides are located here as is the snap to grid and even the setting up of the grid that you will have your text snap to. You can insert pages inside your document (that's where you left out a whole page and it belongs between pages 3 and 4 in your 9 page document. You delete pages here and move pages around in your document as you rearrange their order. You also set up the page routing here, especially if you are going to use a non standard routing. You can also kill the text routing scheme that you mistakenly created and here you tell the program to automatically set page numbers where ever you want them.

The View menu is used often as it contains options to view the page as the Full page, The actual size, 50% of actual, 200% of actual, show the full width or set the scale that you want to see your document. There is also a variable zoom feature. You have rulers that go across the top and along the left side and these rulers can be in inches, centimeters, millimeters or picas. You define which measuring system in the Global menu but you control their use in the view menu. The column outline can be delineated on the screen but it will not be printed so you can see exactly where your column boundaries are and this is very useful when you import graphics. Here too is the option to show or not to show your pictures. After you have placed your pictures you should select the not to show because it takes a lot of time to draw the graphics and if they are not shown the rewrite time will be vastly increased. The screen is always being redrawn as you move around the page and across pages so anything that speeds up the redraw time is very welcome.

Global menu allows you to select from among the printer drivers which include
epsonNq
epson Nx

**Hp Laser Or Deskjet Printer
Necp6
Postscript
The Atari Laser**

You can set and save paths to disk drives so that you can have your document files on disk B or C if you have a hard disk. The fonts folder can also be directed to disk B or C if you do not have enough room on disk A. A very nice feature is the ability to set macros that are assigned to the function keys. Here you define what measuring system to use, inches, centimeters, milimeters or picas. Here also you can change the screen colors that you have to look at. You can edit the spelling dictionary and add words to it or delete words but I don't know why you would want to do that.

BEWARE THE PAGESTREAM PROGRAM HAS DIFFERENT FONTS FOR THE SCREEN IN EACH OF THE TWO RESOLUTIONS SUPPORTED(HIGH MONO OR MEDIUM COLOR) BUT THE SCREEN FONTS FOR THE MEDIUM COLOR MONITOR IS UNREADABLE IN THE NORMAL 12 POINT FONT SIZE. YOU CAN NOT CORRECT YOUR TYPOS UNLESS YOU PUMP IT UP TO 200% .

THE MONO MONITOR HAS NO PROBLEM WITH SCREEN READABILITY EVEN AT THE 3 POINT SIZE.

This can be done but I recomend that you use the Pagestream with your mono monitor if you have one or get one for this program as it will drive you nuts trying to switch up to 200% for corrections and down to the full page for layout. You can actually show two full pages on the screen but at that degree of shrinking nothing is readable but the overall aspect of the document can be viewed.

There are still some bugs in the current program. I bombed out with two bombs when I used the quit option from the file menu and I had to shift out of some of the view modes several times before it took, it was necessary to go from text to global modes and then back

to text to cancel a view mode such as double underlining. A last word of caution The Pagestream program costs \$200.00 and probably can be bought for \$160.00 at standard discount. At this price you will not be happy using it with the color monitor and if you will not spring for the momo monitor just for this program I suggest that you purchase the original Desktop Publishing called Publishing Partner which can be had for \$50.00 or the Timeworks version for about \$120.00.

Pagestream comes on three single sided disks and will run on a 520 ST if gem is in Roms.

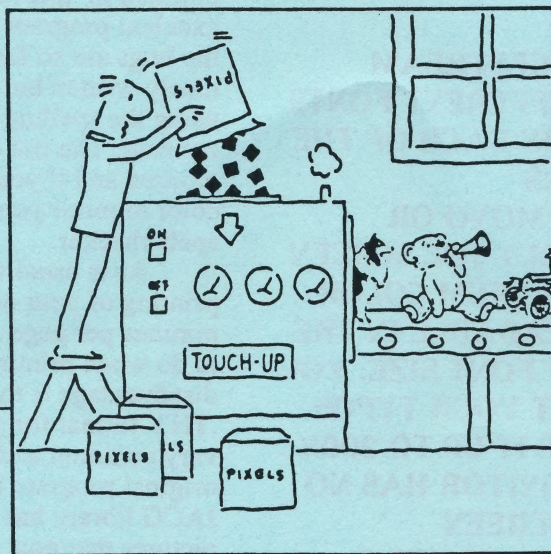
There is more to Pagestream than I have outlined in this review. It appears to be an excelent program for Desktop Publishing and the bugs are so far minimal. The manual is nicely written but fall short in the area of using the spelling checker and hyphenation controls. The use of this important feature is omitted and if you do use Pagestream with the color monitor you will definitely need the spell checker.

As is usual with bit mapped output the printing of your document will take about 15 minutes per page so have lots of other things to do when printing out anything. The other disadvantage is the lack of support for the .TNY format for graphic icons, This format is very common and was supported by the original program Publishing Partner. Our JACG library has many disks of .TNY format pictures that now have to be converted to DEGAS format to be used by Pagestream.

Eric Jacoves JACG

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SPARTA DDS X

Dave Arlington - JACG

Let me start by saying this is not an easy review to write. Trying to describe everything about the new SpartaDos X cartridge in an article that will fit in this newsletter is like trying to write the Cliff Notes for WAR AND PEACE. But I will give it my best shot.

Let's start with the physical aspects. The new SpartaDos X (hereafter referred to as SDX) comes as a professionally packaged item with a large, easy to read 100+ page manual and a sturdy piggyback type cartridge. Despite the fact the manual was pushed out the door practically at the last minute, it is one of the best manuals I have ever seen for any Atari 8-bit product. Well laid out, with an extensive index, it contains sections for both the novice and experienced user as well as a complete reference guide to all the SDX commands. One thing that I really liked about the manual was the appendices. Unlike some Atari products that ignore incompatibility problems with other software, ICD has included appendices on using SDX with TurboBasic, BASIC XE, MAC/65, and the new Atari XF551 disk drive. That's more than Atari did for users with the new DOSXE. The manual only has a few problems, probably due to the rush to get it out. There are a couple minor typos and the CLS (CLear Screen) command was left out even though it exists in the cartridge.

Now for the cartridge itself. It is like the R-Time B cartridge in that you can plug other cartridges like the R-Time B or a language into the top of it. The SDX cart works on all Atari 8-bit computers, even the Atari 800 unlike disk-based SpartaDos 3.2. I have a small problem with these piggyback carts. When you plug something into them, it weighs enough to pull a little loose from my 130's cartridge port. I have to use pencils to hold the two carts up to make good contact. In the future it would be nice to see the piggyback carts made like the new Atari game carts with a little ledge in the back.

Besides that little complaint, it really is great to have a Disk Operating System on a cartridge. You do not need to write any DOS files to your disks. This makes disks boot almost instantly. SDX remains compatible with all your old disks as well. SDX boots with every type of disk I've put in the drive. If the disk you want to use is a self-booting commercial program or you want to use the disk-based DOS on the disk, no problem. Either just pull the SDX cart out, or use the COLD command to boot the disk in the drive. I've only found one Electronic Arts program that would not boot with the SDX cart installed. Using the COLD command turns off SDX, so you have to hold down OPTION when hitting return to disable a built-in BASIC.

You can also leave any language carts plugged into the SDX cart. Right now, I am using PaperClip with SDX with my Action! cart plugged into it and am still able to access my full 130XE's memory. With SDX, you can hop into Action! (or BASIC XE or MAC/65, but not LOGO!) and then hop right into built-in BASIC and then go back to Action!. If you have the cartridge memory save features enabled (recommended only with a RAMdisk or MID) whatever programs you were working on will still be there!

It is really beyond the scope of this review to talk about all the commands featured in the SDX cart. I will try to cover the significant parts. The first thing I noticed was the increased likeness to the MS-DOS operating system used by the IBM PCs and compatibles. What is nice is that this likeness to MS-DOS is not included at any expense to those folks comfortable with the 'old' SpartaDos 3.2. If you have previously used either MS-DOS or SpartaDos 3.2, you will not need much time to become familiar with SDX.

From a language cartridge, the usual IO devices are still available, D:, K:, E:, P: and C:. When in SDX, though, there are a new set of devices. As in the MS-DOS world, E: has become COM:, P: has become PRN:, the RS232 device is COM:, and the SDX cart itself is CAR:. Drive numbers can be referenced by either number (if preceded by a D or DSK) or letter. Drive numbers range from 1 to 9 or A to I. The manual makes these new device names sound more confusing than they really are. You should catch on fairly easily, especially if you have used MS-DOS before. The only confusing case is when you use D: in SDX, since SDX sees that as drive 4 and not the default drive.

Almost all the SpartaDos 3.2 commands are still here. Some have alternate MS-DOS names now to go with their SpartaDos 3.2 names. For instance, you can erase a file with ERASE, DEL, or DELETE. Creating a new subdirectory can be done with CREDIR, MKDIR, or MD. Again, the nice thing about a DOS on cartridge, is that all the commands that used to be external and have to load from disk on SpartaDos 3.2 (for instance, FORMAT, MENU [which now also does what XCOPY did], TD, UNERASE, etc.) all now load from

the cartridge instantly and are always available.

In addition to the commands carried over from SpartaDos 3.2, there are some new commands. Two deserve extended discussion. The first is a built-in ARC program. The ARC program that comes on the SDX cart has the most extensive set of options I've ever seen in an 8-bit ARC program. You can look at the files in an ARC file, extract all or some, add to an existing ARC file, 'freshen' files in an ARC, delete files from an ARC, and encrypt the files in an ARC so only people with a certain password can unARC them, among other things. It is compatible with IBM, Atari

8-bit, or ST ARC files as well as 8-bit ALF-crunched files. The only problem I had was with downloaded ARC files that had the last block padded with some fill character. I had to resort to SuperUnARC 2.2 to unARC those files.

The other new command worth extra mention is not really a new command. However the MENU command has been so improved and changed that I consider it a whole new command. When you load MENU (off the ever-present cartridge) it reads all the directories on your disk. It then shows a three window display. In the upper left corner is a display of the logged drive and all its nested directories and sub-directories in a easy to see pictorial display. It looks a lot like X-TREE on the IBM. In the upper right corner is a little window showing total files and bytes used and selected files and how many bytes they take. In the center lower window, all the files in the current directory are displayed.

I always found the old SpartaDos 3.2 menu more trouble than it was worth to use. The new menu is a lot easier to use and combines several functions. You can be in either File mode or Directory mode. In File mode, your cursor is placed in the File window where you can move it to select files. You can tag and untag files for copy and delete functions. With one key, you can tag the whole directory or copy all the tagged files. This is a lot like the old SpartaDos 3.2 XCOPY command. One nice big difference is the fact you know how many bytes all the files you want to copy will take up on the destination disk, something you could only guess at with XCOPY. When deleting more than one file, you will be prompted as to whether you really want to delete them or not. If you only have one disk drive, MENU is the only way to copy disks with one disk drive. However, I think you'll find this new menu system so easy to use that you'll be using it for all multiple file copies.

When you switch to Directory mode, the cursor moves up to the upper left window so you can move up and down through directories like with the files. Anyone who has ever had trouble understanding sub-directories will find the pictorial representation of the directory structure very nice. As you move through the directories, the file window below changes to display the files in the directory the cursor is on. From here, you can create new directories or delete empty ones. You can also tag whole directories for copy when you switch back to the file menu. All in all, the menu function is a very powerful feature.

SpartaDos 3.2 was billed as the SpartaDos Construction Set. More than any previous version, SDX is THE construction set for a Disk Operating System for your 8-bit. There are many features you can customize in the DOS to your own liking. This can be done by specifying a

file called CONFIG.SYS on your floppies. If you do not supply one, there is a default CONFIG.SYS on the cartridge. Through this CONFIG.SYS file you can specify exactly where in memory SpartaDos will load into your computer, whether or not you will have a RAMdisk installed, what the DOS prompt will look like, and what drives and in what order SDX will look for a command file. Let's talk about that last feature for a moment. In old DOSes, if you typed in a command, it had to be on the default drive or it would not work. This was inconvenient if you were swapping a lot of disks. With CONFIG.SYS, as an example, you can tell SDX to look first on the cartridge, then to the MIO, then to the RAMdisk and finally to the default drive for the command.

Through the CONFIG.SYS file, you can tell SDX about all the hardware goodies you have. SDX supports old ATARI DOS disks, high speed on Happy, Indus, XF551, and Doubler drives, the XEP-80 80 column card, and the R-Time 8 cartridge. All Indus disk drive owners who were disappointed with SyncroMesh will love hearing their drives popping along at super high speed all the time now. SDX supports practically every possible memory upgrade for the 8-bits including upgraded Atari 800s.

Customizing your DOS doesn't end with the CONFIG.SYS file. SpartaDos has always supported batch files, but now they have been improved with parameter passing and input/output redirection. Batch files, for the uninitiated, are simply text files containing a list of SDX commands that can be executed just as if you were sitting at the keyboard typing them. You can now pass up

to 9 parameters to a batch file making them much more flexible, since the old batch files had all the text hard-coded into them. SDX will look for a file called AUTOEXEC.BAT (it used to be STARTUP.BAT in SpartaDos 3.2) upon booting and execute it if it is there. With the new POKE commands, you can use the AUTOEXEC.BAT files to change screen colors, margins, key repeat rate, and much more.

One thing old-time SpartaDos 3.2 users will not be able to do with SDX files is include lines like:

```
CAR
RUN "D:PROGRAM.BAS
```

The text lines in a SDX batch file can only be SDX commands. You cannot directly feed text lines to a language with a batch command. However you can feed text lines to a language with a brand new feature called input/output redirection. Users of systems like MS-DOS and UNIX will be familiar with this feature. It allows you to change the standard input and output devices. Normally standard input comes from the keyboard and standard output goes to the screen. With redirection you can use text

files as default input or send output to some other device like the printer. This feature could lead to some very intriguing possibilities that I don't have the room to go into here.

Well, that's it for a 'capsule' look at SpartaDos X. There is much, much more that could be said. The important thing to say though, I think, is that for the last year or so, all I have heard from most 8-bit users is how no one is releasing new significant software for their machines. Well, this is about as significant as you can get. The new SpartaDos X cartridge gives Atari 8-bit owners power and flexibility that was never imagined when the first machines rolled off the lines with DOS 2.0. Sure, desktop operating systems are nice to look at, but MS-DOS got it's reputation for what it could do, not how it looked and felt. Now finally, that same power is here for 8-bit owners. Buy it!

Librarian's Report

Sam Cory - JAC6

HELLO PEOPLE! seemed about time you heard from the library. Whats up?? Unless something unusual occurs I will not be able to join with you in receiving the meeting goodies. I miss them and you very much. My mother becomes less able to be left alone. 91 does have its disadvantages.

This month the 8-bit library "crew" came up with a winner if you are a telecommunicator. DETERM. DETERM, the easiest way to become a BBS user. The immediate help screens at any command prompted by ? is wonderful. No more leafing through pages of docs. It is even easier than TEXTPRO. Never thought I would say that. One key. Just like a GOD. DETERM even has a game to play while you wait for the BBS. DETERM also allows you to do most functions without having a modem. Good practise. In order to accommodate all the files two disks were required. A number of files are modem specific--MPP, XM301, SX212, NO HANDLER. P:R or MIO with an 850 HANDLER is what we present on the first side as DT850.COM along with the help files. Note there are 63 filenames on that side. Supply your own dos binary load or follow his excellent instructions. PLEASE READ ALL THE DOCS ONCE. THEY ARE EXPLICIT.

For those of you who saw "crew" and pressed ?. Here is the help screen.

The hard working bunch is:

Neil Van Dost, Jr--spends alot of money and time for YOU on Genie and Comuserve. NO one pays him back. I have seen his phone bill of \$100 a month.

Bob Mulhearn -- who gives freely of time and parts to keep our equipment in running condition (BBS and LIBRARY). Also spends much time on Genie and Comuserve. Picks up what Neil misses.

Dave Moyes-- Our Honorable Editor and 8-Bit VP trips to my place once every two weeks or sooner to exchange disks so he can correct errors and have good files to show you. He also goes on the BBS. He will tell you of his conversion from other programs (850 Express) to DETERM.

David Dvorin, Joe Wyks, Jim Morlock and also a host of people who have left our August ranks can not be left out. Do not forget those who are listed on the back of the newsletters. I would hate to miss a single name (and I somehow will). Without their help your 8-bit library would be scant. Although, it is doing well, it is far from what I want and the future will reveal. We have in excess of 350 disks of untapped files from the efforts of the above good people. A lot you will never see due to duplication, unrunnable, or some like reason. Lots of good stuff.

Notice I have focused on the 8-bit --my love. I can not finish this properly without giving Kudos to those ever working 16-bit people, also part of our growing library. Charlie Miller-- our longest, most suffering librarian. He like the others has spent much time on the BBS, and phone calls to me. Charlie has done a huge amount for YOU.

Linda Peckham-- lost but not forgotten. Why do I have to tell you people how much time is spent BBSing.? She like the others downloaded much for your benefit. Made many new disks from BBS material.

Eric Jacoves-- newest 16-bit has gone over every disk to improve them. He had the nerve to get sick (he said) for two weeks just to do that job.

John Dean-- what can I say that is new--nothing. All above applies.

Everyone in our library group gives one huge amount of time and money towards improving the health of ATARI. We would be much better served if ATARI did and felt the same.

Sorry, I took so much of your time. These people need approval from each of you. Without a core of willing workers JAC6 would not exist. These are some of the core. Notice Gary Gorski, our venerable President gets to be last. Without his constant attendance to the JAC6 BBS we probably would not have that magnificent resource up most of the time. Take advantage of his help and the vast quantity of 8 and 16-bit programs ready for downloading. JAC6 BBS #1-201-298-0161

Nearly forgot. Another disk of the month is an RLE disk to add to your collection..

The usual Analog is January, 1989 Issue #69.

If there is one last Demand -- GET A MODEM, LEARN TO USE IT. We will teach you. Best of all. You now have the best program at the best price.

Sam Cory, JAC6 LIBRARIAN.

Heh, heh.

<grin>

Ha, Ha, Ha.

```
-----  
/      1  
/ o    1    self  
-      1    portrait  
1-     1    so you will  
1      1    not forget  
--     1    how I look  
1      1
```

It is a shame the computer can't show how handsome I am. You with your edetic memories will readily fill in the salient details. Those things that impart my Godlike attributes. HAPPY NEW YEAR!!!!!!

Local BBS "To pay or not to Pay"

Curtis Evans

This is my first attempt at writing an article for the JACG Newsletter and I am sad to say that it is not the one I intended it to be. Why? Because right now I'm a little upset (No I'm Mad).

Over the past few weekends I have called several BBSs around the country, and on a scale of 1 - 10, 75% of them were asking or telling users to give them money to use their boards. Are these BBSs or are they 'Fund Raisers'? I'm not talking about User Group BBSs or Commercial BBSs such as 6Enie or Compuserve. I mean LOCAL boards.

Why do SYSOPS put up a BBS? Just so they can plead and beg for handouts? Or to provide a 'Information Service'? What ever happened to the days when all a SYSOP asked was for USERS and for those who called to inform others about their BBS?

Now don't get me wrong. As a SYSOP of a local BBS myself I can see mentioning donations, but the user should not be REQUIRED to fund the board!! I mean if I want a hard drive, it's up to ME to get it! The gratification should come from knowing that the users are happy and will keep calling back. This way the SYSOP knows that the BBS is not in vain and others are grateful for their efforts.

If the user wishes to donate a few bucks to the BBS then great! But let's not make it a REQUIREMENT. BBSs are supposed to supply INFORMATION not SOLICIT FUNDS. So in closing I'd like to say:
"SYSOPS lets not forget what a BBS is for - it's for "USERS".

Submitted by Curtis Evans, Sysop of the NewArk BBS:
Running 3/12/2400 baud, 24 hrs, 7 days, 201-242-3715

ACTION!

FOR BASIC PROGRAMMERS
Part 4: More on ACTION! Statements
Dave Arlington - JACG

All right, this will be a busy month, so pay attention. We'll be finishing up our look at statements and reserved words in ACTION!, we'll talk all about looping and branching kinds of things, and lastly we'll discuss what ACTION! programs need the cartridge and what ones don't and why.

First, let's look at the complete list of ACTION! reserved words broken up into relevant categories:

PROC marks the beginning of a program or procedure.

FUNC marks the beginning of a function. A function is much like a procedure. We'll discuss them soon.

RETURN marks the end of a program or procedure or function.

ARRAY, BYTE, CARD, CHAR, POINTER, INT, and TYPE all have to do with declaring variables. The CHAR type variable is exactly the same as the BYTE type. It is simply there to make things simpler for people who have used languages like PASCAL or C. POINTER and TYPE are ones that we will be getting to later on.

+, -, *, /, MOD, RSH, LSH, AND, OR, XOR, &, %, !, @, <, >, <=>, <=, >= are all operators on numbers and variables. You should know the first four as add, subtract, multiply, and divide from BASIC. You probably know what AND and OR do from BASIC as well. You should also know all the equality and inequality signs.(<, >, =, <=>, <=, >= etc.) The rest of them (MOD, RSH, LSH, XOR, &, %, !, @) will be discussed as they come up.

DO and DD mark the beginning and end of a loop respectively. They are most often used in conjunction with the following reserved words: FOR, TO, STEP, WHILE, UNTIL and EXIT. All these are discussed in detail this month.

IF-THEN, ELSE, ELSEIF, FI are all used in IF-THEN loops. These are all also discussed in detail below.

MODULE, INCLUDE, DEFINE, and SET are all advanced topics that will be covered in future installments.

As you can see above, there are not really that many reserved words in ACTION! Notice that many of the most useful things, like getting input from somebody or printing to the screen, are not present.

All of the input and output routines as well as string handling and ATARI graphics commands are library

routines which we mentioned last month. These are little ACTION! programs or procedures that were written by the authors of ACTION! and included on the cartridge. There is one important difference between the built-in reserved words and those included in the cartridge as library routines.

Load in the Bubble Sort program that was printed in last month's ACTION! column. If you did not type it in, load in or write a short ACTION! program. For the purposes of this column we have been assuming that you load the file and save the file from the editor using Shift-Control-W for writing to disk and Shift-Control-R to read the file from disk. This month we are going to do something different.

Get the file into the editor and go to the monitor by hitting Control-M. Now hit C to compile the program, but instead of going on by hitting R to run the program, type the following:
W "D:BUBBLE.COM" <Return>

This will write your compiled program to disk as a machine language file that you can run from DOS. Try it. Hit D to go to DOS. If you are using SpartaDos or DOS XL, you can run the bubble sort program by typing BUBBLE and hitting return. If you are using DOS 2.5 or MyDOS or something like one of those, hit L for Binary Load, then type BUBBLE.COM and hit return. In either case, the program will begin running.

Now turn the computer off and remove the ACTION! cartridge. Boot up the disk with your BUBBLE.COM file on it and try to load it from DOS now, using the instructions of the previous paragraph. It will not run.

Why not? Well, any ACTION! program written that uses only the capitalized reserved words above do not need the ACTION! cartridge to run. Any program that uses any of the library routines (In our bubble sort program, they were PrintE(), PrintF(), Print(), InputI()) does require the ACTION! cartridge to run. Since the library routines include all the output, input, and graphics commands, you can imagine it is pretty hard to write an ACTION! program that does not require the cartridge.

There is some good news to this. Recently on Genie, a complete Public Domain runtime disk for ACTION! was released. You should get a copy of this disk if possible since it will allow you to take most ACTION! programs you have written with your cartridge and make it a runnable file that any ATARI owner can use. Full instructions on how to use it are on the disk.

There are two aspects to your computer that make it more than a glorified calculator. One is the ability of your computer to make decisions about certain things. Usually these decisions are of the "Is this true or false?" type. The other nice ability is the ability to

perform some task over and over a certain number of times. When we combine these two features, your computer becomes even more powerful.

Let's look at the first type, decision-making. In ATARI BASIC, this is the familiar IF-THEN statement as in:
100 IF X=5 THEN SCORE=SCORE+10

which checks to see if the value of X is 5 and if it is, it adds 10 to score. If X is 5 then it adds 10 to score and then goes to the next line. If X is not 5 then it just goes to the next line. The IF-THEN statement has some very severe restrictions that make it very weak in ATARI BASIC.

For instance, if The condition is true, we can only execute as many statements as we can fit on the same line with the IF-THEN statement. What if we wanted to do 7 or 8 different things when X was equal to 5? Then you have to either use a subroutine or some very complicated GOTOs. Like so:

```
100 IF X=5 THEN GOSUB 1000
110 REM Next statement in program

1000 REM 1st thing
1010 REM 2nd thing
      ;These are just examples of course!
1020 REM 3rd thing
1030 etc. etc.

.
.
.
1100 RETURN
```

In TURBO BASIC and ACTION! this is handled much better. In TURBO BASIC and ACTION! we mark the end of the stuff we want to do with either an ENDIF in TURBO BASIC or FI (backwards IF) in ACTION! Like so:

```
TURBO BASIC--

100 IF X=5 THEN
110   REM 1st thing
120   REM 2nd thing
130   REM 3rd thing
.
.
190 ENDIF
200 REM Next statement in program
```

ACTION!--

```
IF x=5 THEN
; 1st thing
; 2nd thing
; 3rd thing
```


FI
; Next statement in program

The next problem with IF-THEN in ATARI BASIC is this: What if you want to do one thing if the condition is true and do something else if the condition is false? For example, if X is equal to 5, add 10 to score, else if X is not equal to 5, subtract 10 from score. In ATARI BASIC, after we check the condition, we go to the next line whether the condition is true or not. For Example:

```
100 IF X=5 THEN SCORE=SCORE+10
110 SCORE=SCORE-10
```

does not work right since if X is equal to 5, we add 10 to score and then go directly to the next line where we promptly subtract it again! To fix it in ATARI BASIC you have to do some clumsy stuff like this:

```
100 IF X=5 THEN SCORE=SCORE+10:GOTO 120
110 SCORE=SCORE-10
120 REM Next statement
```

or

```
100 IF X=5 THEN SCORE=SCORE+10
110 IF X<>5 THEN SCORE=SCORE-10
```

Both pretty awkward and ugly looking. Plus the same limitation from above holds if you want to do more than one thing if X is equal to 5, or more than one thing if X is not equal to 5. TURBO BASIC and ACTION! add a logical extension to the IF-THEN pair with the ELSE command. It looks like below and should be pretty clear on how it

works since it works just like it sounds.

TURBO BASIC--

```
100 IF X=5 THEN
110   SCORE=SCORE+10
120 ELSE
130   SCORE=SCORE-10
140 ENDIF
```

ACTION!--

```
IF X=5 THEN Score==+10 ;Remember what this does from
last month??
ELSE
  Score== -10
FI
```

One other nice thing you can do with both TURBO BASIC and ACTION! that I won't even attempt to try in ATARI BASIC is this: What if you want to do one or more things if X is equal to 5, one or more different things if X is equal to, let's say 10. and one or more different things if it isn't 5 OR 10? We can use something called ELSEIF that is in both TURBO BASIC and ACTION! It works like this example:

ACTION!--

```
IF X=5 THEN Score==+10
ELSEIF X=10 THEN
  Score==+20
ELSE
  Score== -10
FI
```

There are of course many different things you can do in ACTION! and TURBO BASIC with this combination of IF-ELSE- ELSEIF-FI statements. Hopefully you've seen enough ways to get started. You'll see these statements used many times over the course of this series in the programs we print here.

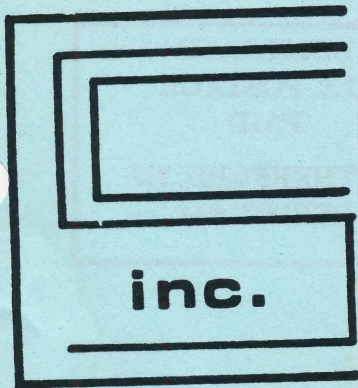
On to the looping commands. As I mentioned before, looping means to repeat a series of instructions over and over until some condition comes true. Unlike the IF statements above, I will not waste time going into all the ways ATARI BASIC falls short in this area. Instead we will concentrate on how to do things in the REAL languages like ACTION! and TURBO BASIC.

ALL loops in ACTION! have the same structure. They all use the word DO to mark where the loop starts and DD (backwards DO) to mark where it ends. The first type of loop and the most simple of all is the loop that never ends and repeats forever. It looks like this:

```
DO
;Stuff you want to do
.
.
.
DD
```

In TURBO BASIC it works the same way except instead of DD marking the end of the loop, TURBO uses the word LOOP instead. Now you might be wondering why anybody would want a loop that goes forever. Both ACTION! and TURBO BASIC give us an escape route out of the infinite loop. We'll discuss what it is and when and why we use it in a couple paragraphs.

Continued next month



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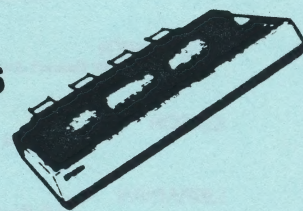
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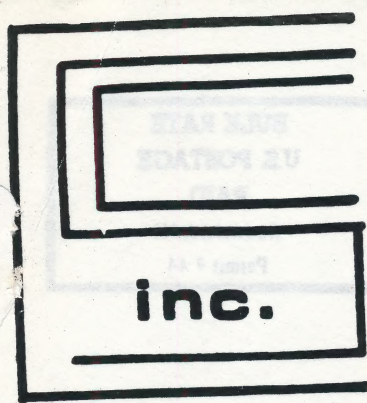
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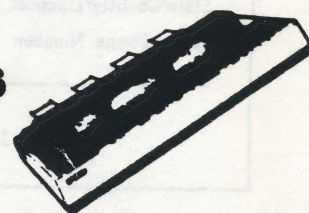
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